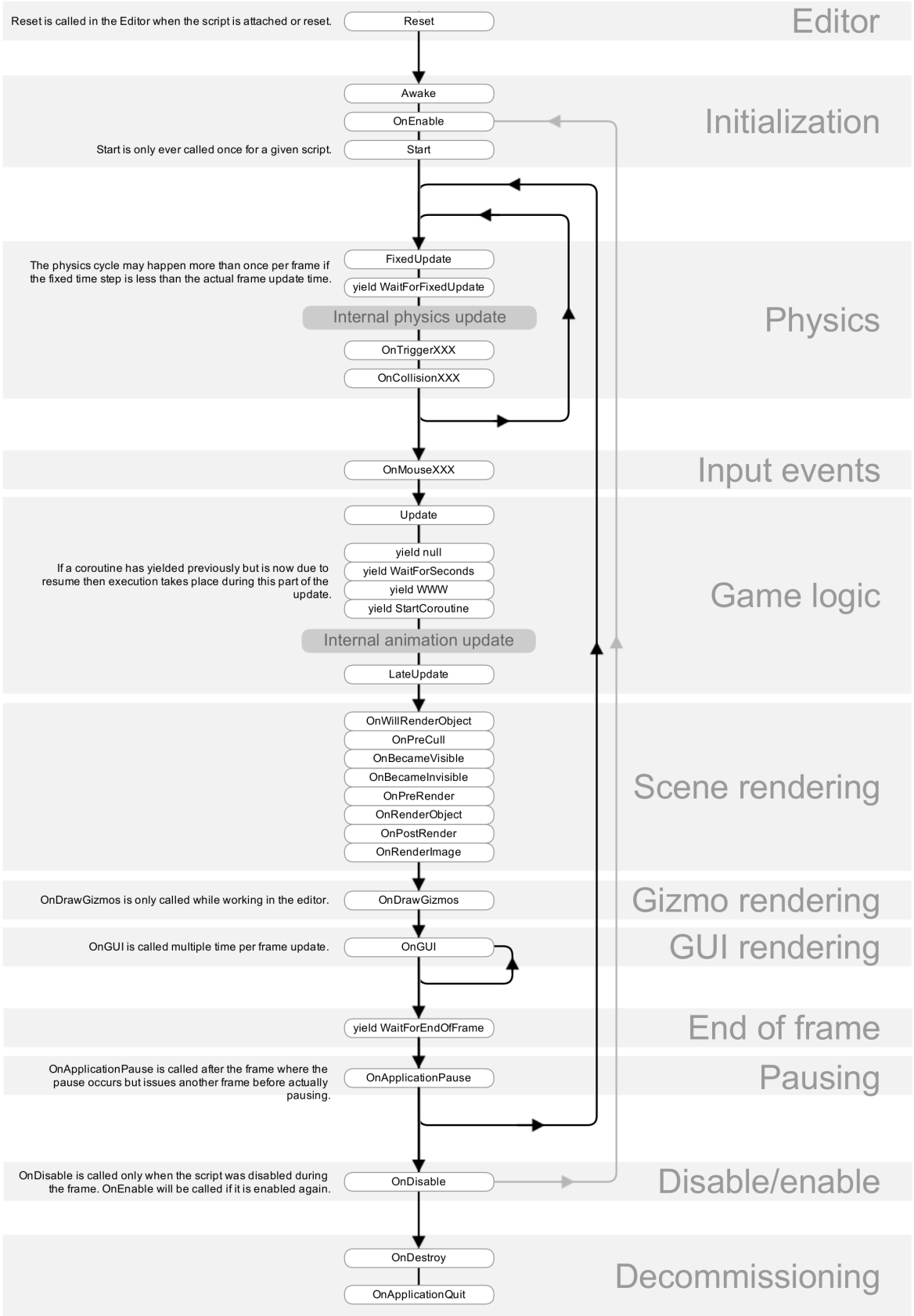
Unity processes updates in the following order:



Update updates every frame FixedUpdate updates every physics frame LateUpdate updates last, after all other game logic

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